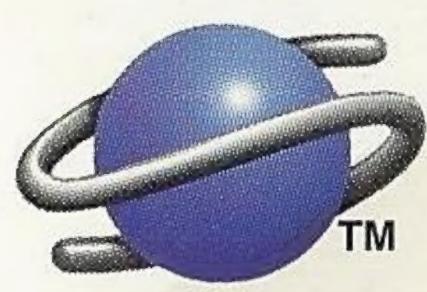


SEGA™



SEGA
SATURN

T-13204 H

SKELETON WARRIORS™

"Skeleton Warriors
looks better than
anything currently
available on any
next-gen. platform"

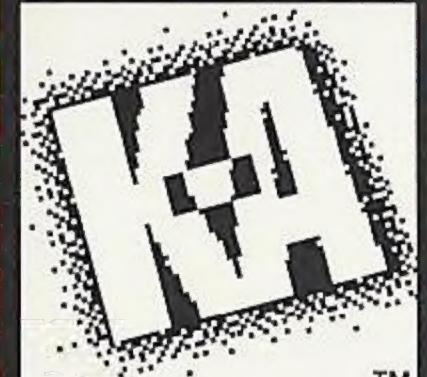
--GameFan



Item No. 6621

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS



AGES 6+

WARNINGS

READ BEFORE USING YOUR SEGA SATURN

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

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For Latest News on Sega Saturn, Call 1-800-SEE-SATURN

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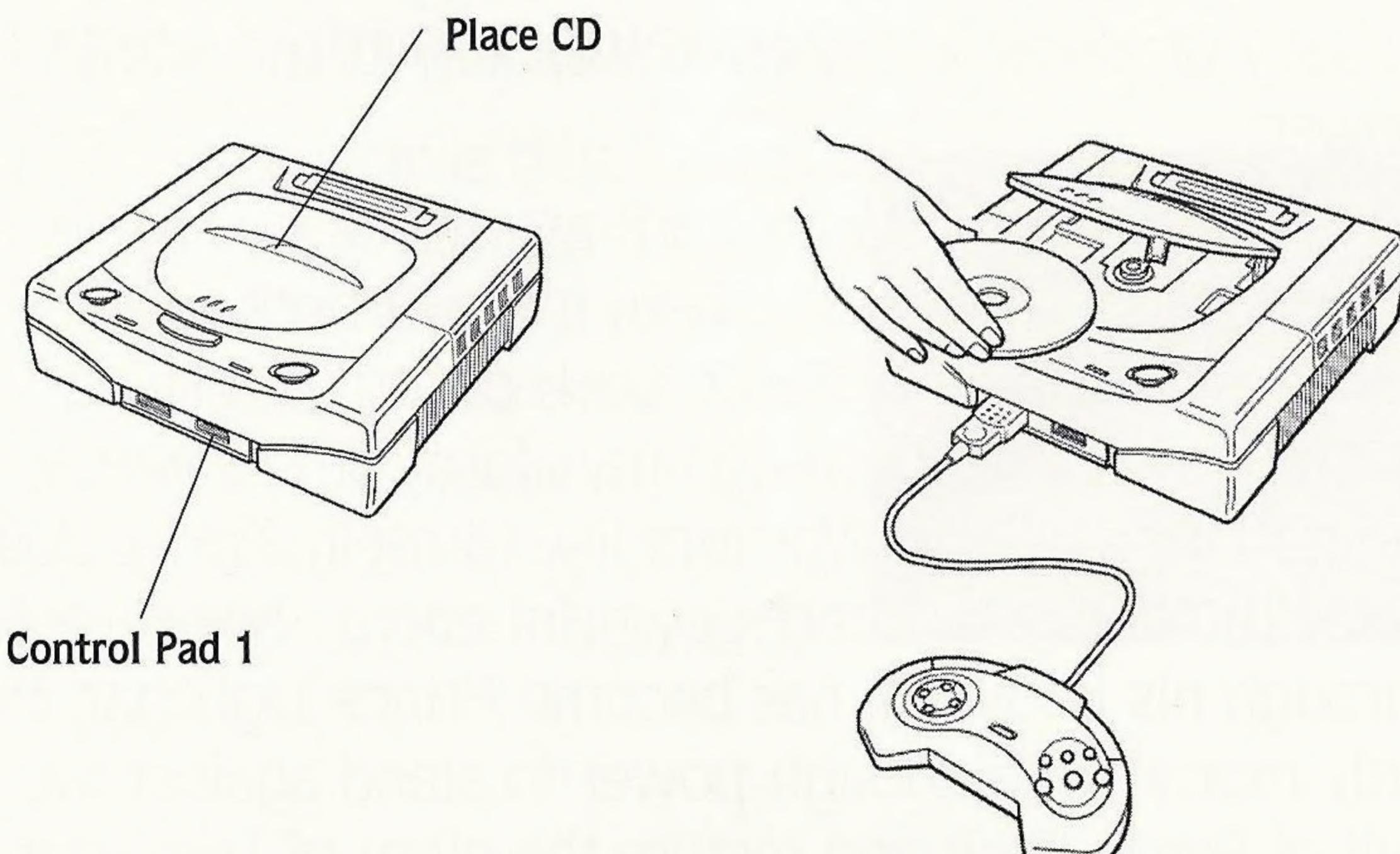


*Buy games and accessories with
this seal to be sure that they are com-
patible with the Sega Saturn™ System.*

Starting Up

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.
2. Place the Skeleton Warriors disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. (If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console then press the Reset Button after the Sega Saturn logo sequence plays, to display the on-screen Control Panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



Storyline:

Light....Darkness....

Good....Evil....

The two halves of existence locked in an eternal struggle for the hearts and minds of the living....

As the city of Luminicity mourns the death of its king, Prince Justin Steele, the heir to the throne, must be on guard against the sinister Baron Dark. The king's passing has brought rumors that the Baron is plotting to steal the Lightstar Crystal, the mystical source of all of Luminicity's power.

Immersed in sorrow, Prince Justin does not notice the Baron's shadowy figure enter the Lightstar chamber. As Baron Dark tears the Crystal from its place, sirens are triggered throughout Luminicity, summoning the young prince to save the kingdom from destruction.

The Baron, now in possession of the Lightstar Crystal, turns to find Prince Justin ready to do battle as the city is collapsing around him. The desperate hero lunges at Baron Dark to rescue the Crystal, but becomes locked in a deadly conflict. The titanic struggle splits the already weakened Crystal, unleashing its incredible power.

The Prince and Baron Dark are struck by shards of the Crystal, transforming them into warriors with supernatural powers. Baron Dark becomes a living skeleton, with the power to transform others with evil hearts into Skeleton Warriors like himself. Prince Justin gains the ability to direct powerful energy blasts through his body. He has become Prince Lightstar, the only mortal with enough power to stand against the evil of Baron Dark and restore the glory of Luminicity.

Game Overview:

It has only been a short time since Baron Dark has split the Lightstar Crystal and plunged the land into darkness. Without the Lightstar Crystal, disaster has struck Luminicity. The city itself is in ruins, with no power, while its citizens struggle to survive.

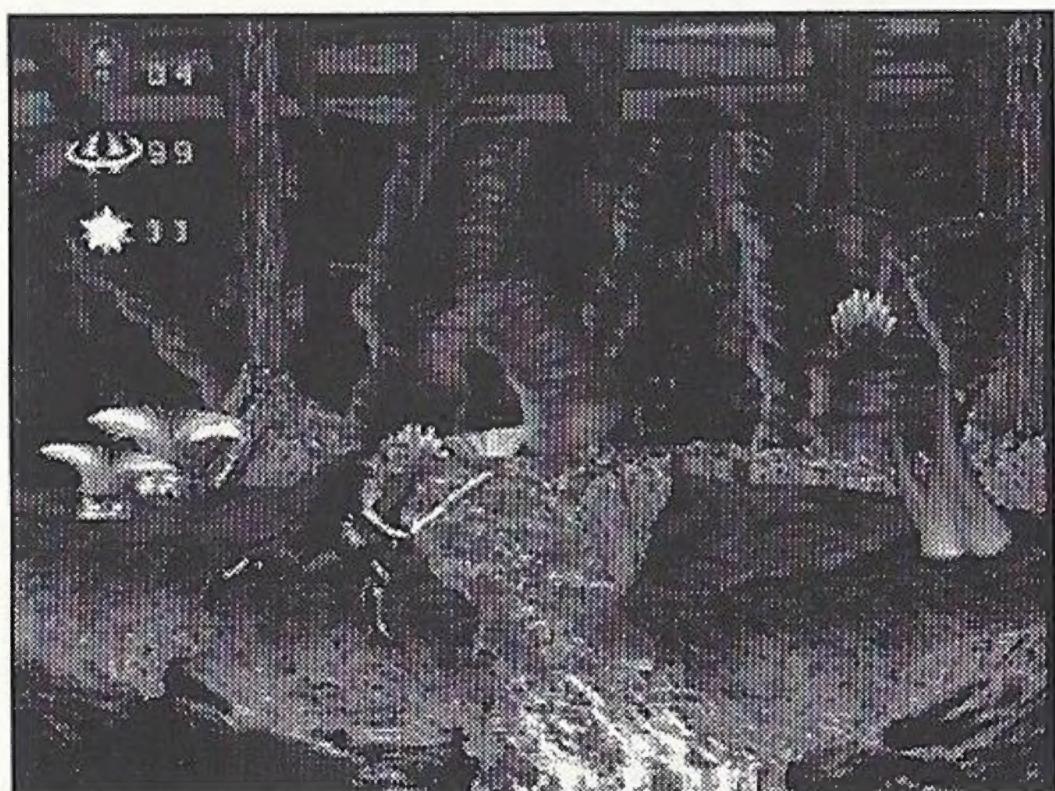
You control the noble Prince Lightstar in his quest to recover the missing half of the Lightstar Crystal stolen by Baron Dark. During this quest, you will have to fight your way through vicious foes in dark caverns, on a windswept mountain, through ancient temples and finally into the heart of the devastated Luminicity.

You are armed only with your noble heart and the StarSword, a powerful weapon which can be used with the power bestowed upon you by the Lightstar Crystal to defeat any foe.

So, brave warrior, take up your sword and prepare to do battle....the fate of Luminicity and all who live there is in your hands....

Prince Lightstar (Justin):

Prince Lightstar is determined to restore the Lightstar Crystal to Luminicity and defeat Baron Dark. The Crystal has given him the power to control and direct energy in blasts from his powerful StarSword.



Options Screen:

Level: Use this option to set the difficulty level of the game (Easy, Normal or Hard). Use **Left** or **Right** to select a difficulty level.

Control Type: Set your control pad to your personal preference from one of three control configurations. Use **Left** or **Right** to select a control configuration.

Music: Play one of the great musical selections. Press **Left** or **Right** to select a tune and press **A**, **B**, or **C** to play it.

SFX: Play one of the exciting sound effects. Press **Left** or **Right** to select a sound and press **A**, **B**, or **C** to play it.

Audio: This options allows you to set your sound input to Stereo or Mono, depending on your television equipment. Use **Left** or **Right** on the control pad to select an input.

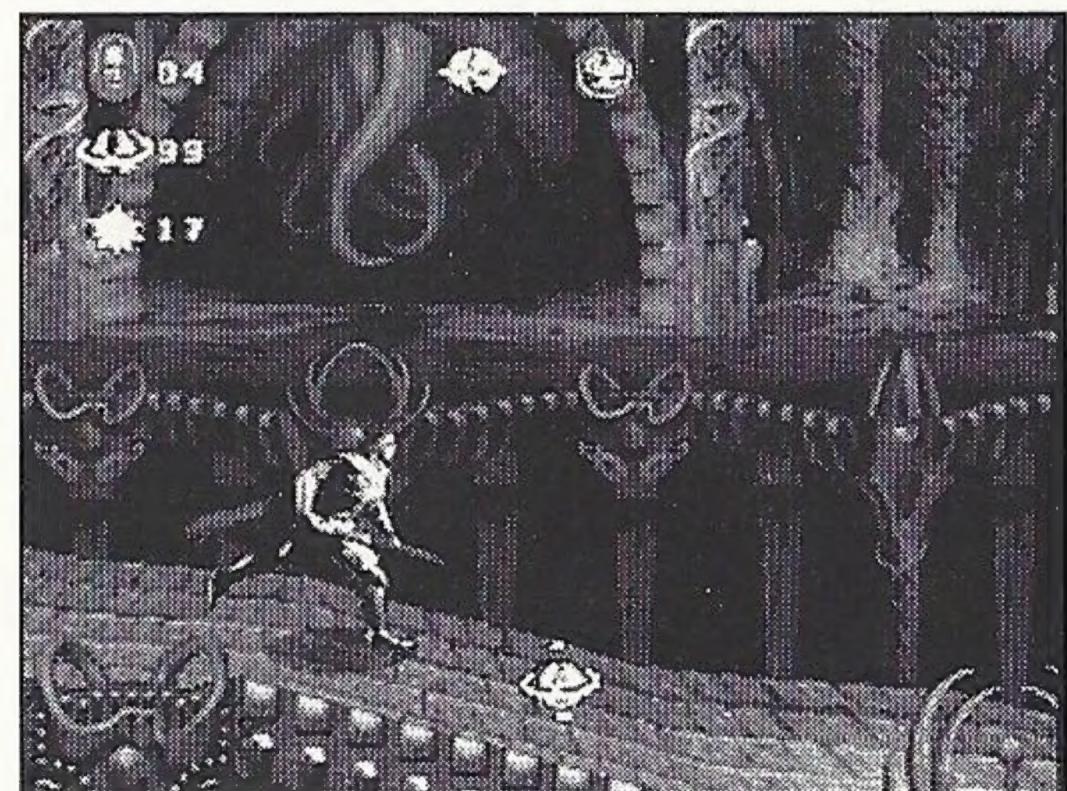
BGM Level: Controls the volume level of the background music during the game. Use **Left** on the control pad to decrease volume or **Right** to increase volume.

Exit: Exits the Options screen. Press any button.

Game Screen:

Life Energy—This meter measures how much health you have. If it drops to zero, Prince Lightstar will lose a life.

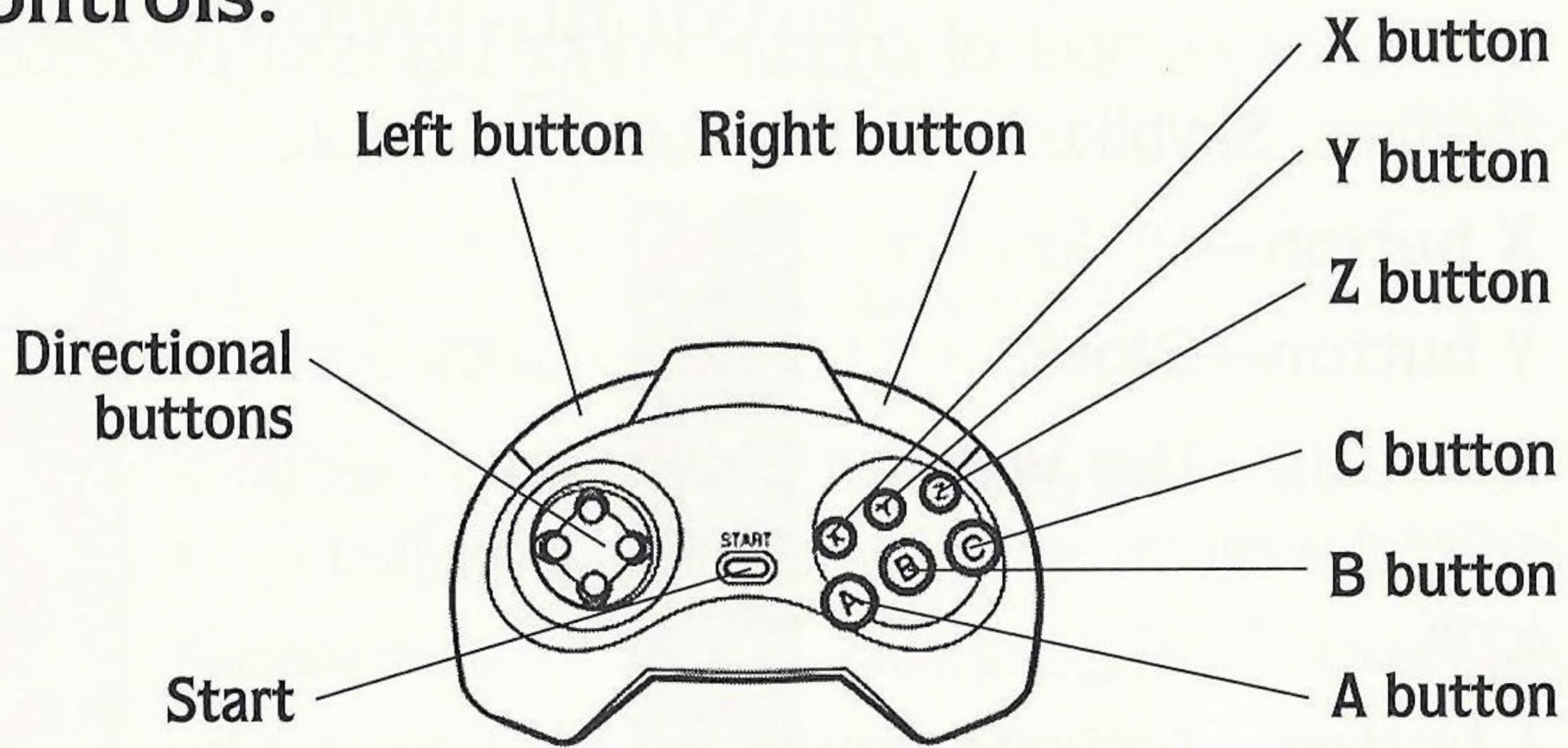
Crystals—This is the number of crystals Prince Lightstar has collected. You begin with 10 crystals. More crystals can be found by destroying skeletons and other creatures. Prince Lightstar can use these crystals to fire energy blasts.



Lives Remaining—This is the number of lives that Prince Lightstar possesses. Every time Prince Lightstar's energy drops to zero, he loses a life. If Prince Lightstar loses all of his lives, the game will be over.

Power-Up Icon(s)—These icons can be picked up from defeated enemies. Only one power-up icon can be active at a time. If you possess two icons and pick up a third, that icon will replace the one currently active. You can switch between the two icons using the L and R buttons.

Controls:



Up— Lightstar looks up; strikes upward if A button is pressed. **Skybike levels**: Dive toward the ground.

Down— Lightstar crouches; strikes with a low attack if A button is pressed. **Skybike levels**: Pull up toward the sky.

Left— Moves Lightstar to the left.
Skybike levels: Turns bike to the left.

Right— Moves Lightstar to the right.
Skybike levels: Turns bike to the right.

A button—Slash attack (StarSword). Prince Lightstar's main attack. Pressing Up or Down while using the StarSword will produce an Upward or Downward slash.

Skybike level: Fires blaster cannon.

B button—Jump. The longer you hold down the button, the farther Prince Lightstar jumps. Moving the Directional Pad while Prince Lightstar is jumping will direct his jump to the left or the right. **Skybike level:** Fires missiles. Missiles require a minimum of two heartstones to be fired.

C button—Energy attack (StarSword). Prince Lightstar can collect crystal shards from fallen enemies, and use them to fire bursts of energy from his StarSword. This attack is limited to the number of crystals Prince Lightstar possesses at the time. **Skybike level:** Fires blaster cannon.

X button—No function.

Y button—Block. Hold down to block enemy attacks.

Z button—Use weapon power-up. Fires the current special weapon. Active weapon is indicated by an animating icon.

L button—Activate power-up #1. Pressing this button will activate the power-up icon located in the #1 (left) position.

R button—Activate power-up #2. Pressing this button will activate the power-up icon located in the #2 (right) position.

Special Techniques:

Hand over Hand—Prince Lightstar can grab onto the bottom of ledges and platforms, and move hand over hand to the left and right by pressing **Up** and then pressing the Jump button (**Button C**). Press **Down** and then press the Jump button (**Button C**) to have Prince Lightstar release his grip and fall to the ground.

Downward Slash—When descending from a jump, Prince Lightstar can thrust downward with the StarSword and destroy enemies beneath him. He can use his excess momentum to bounce off a defeated opponent and continue his attack. Press **Up** and then press the Attack button **(Button A)** when above an enemy.

Run—Prince Lightstar can run swiftly to evade enemies. If Prince Lightstar is facing left, press **Left** on the control pad twice in quick succession, and hold **Left** after pressing it the second time. If Prince Lightstar is facing to the right, do the same thing but press **Right** instead of **Left**.

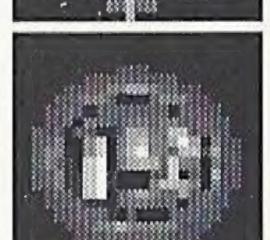
Special Power-Up Items:



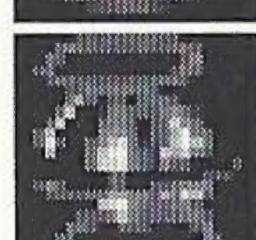
3 Way Shot



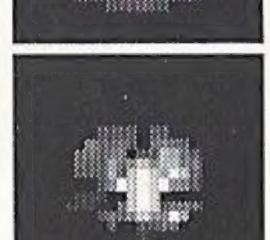
Blue Energy Icon = 1 Health point



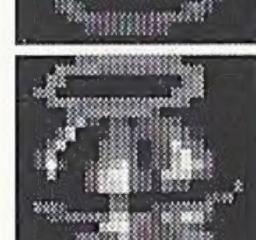
7 Way Shot



Red Energy Icon = 5 Health points



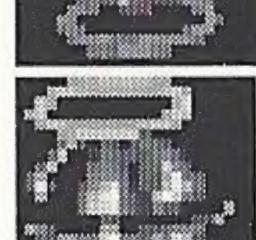
Bouncing Bomb



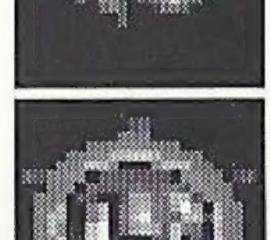
Green Energy Icon = 15 Health points



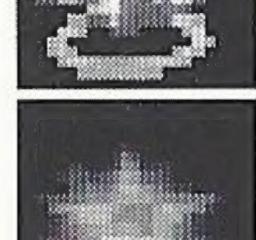
Homing Mine



White Energy Icon = 50 Health points



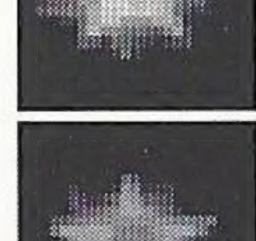
Mega Blast



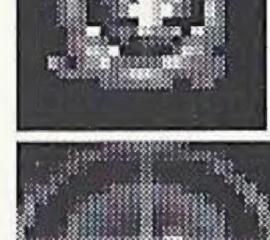
Blue Heartstone = 1 Healthstone



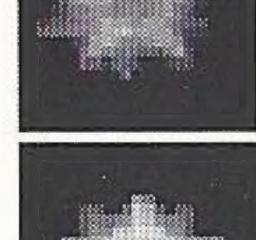
Napalm



Red Heartstone = 5 Heartstones



Shield



Green Heartstone = 15 Heartstones

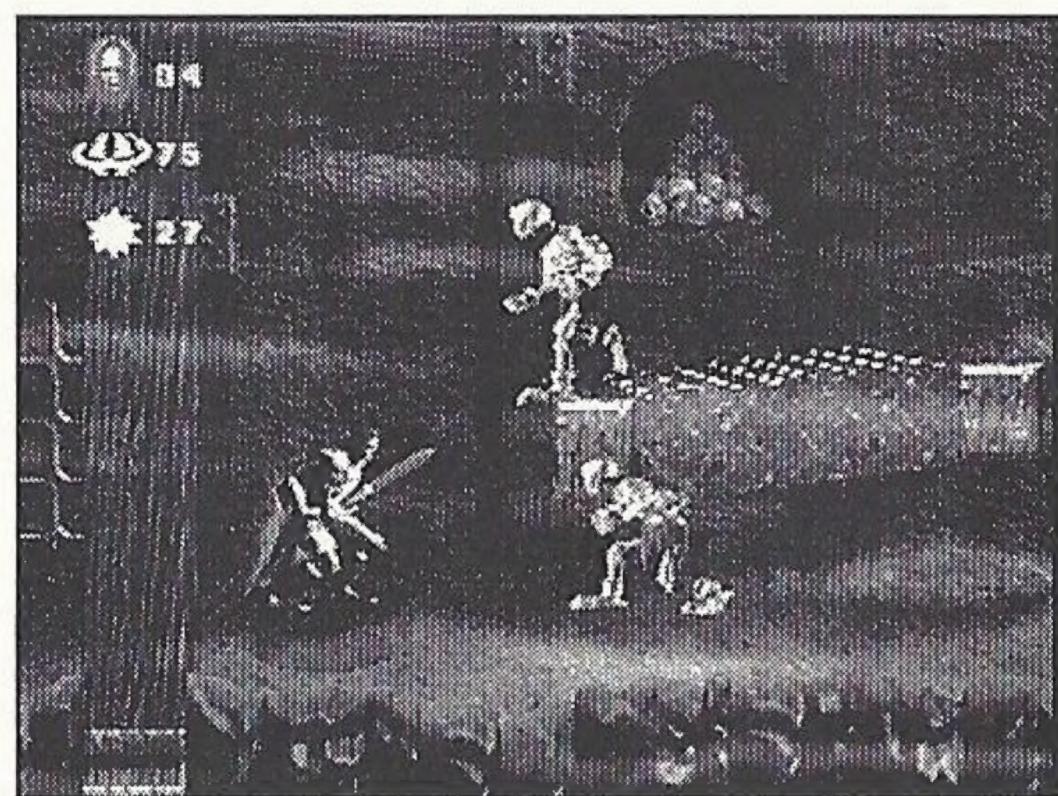


Extra Man = 1 Extra Man

Missions:

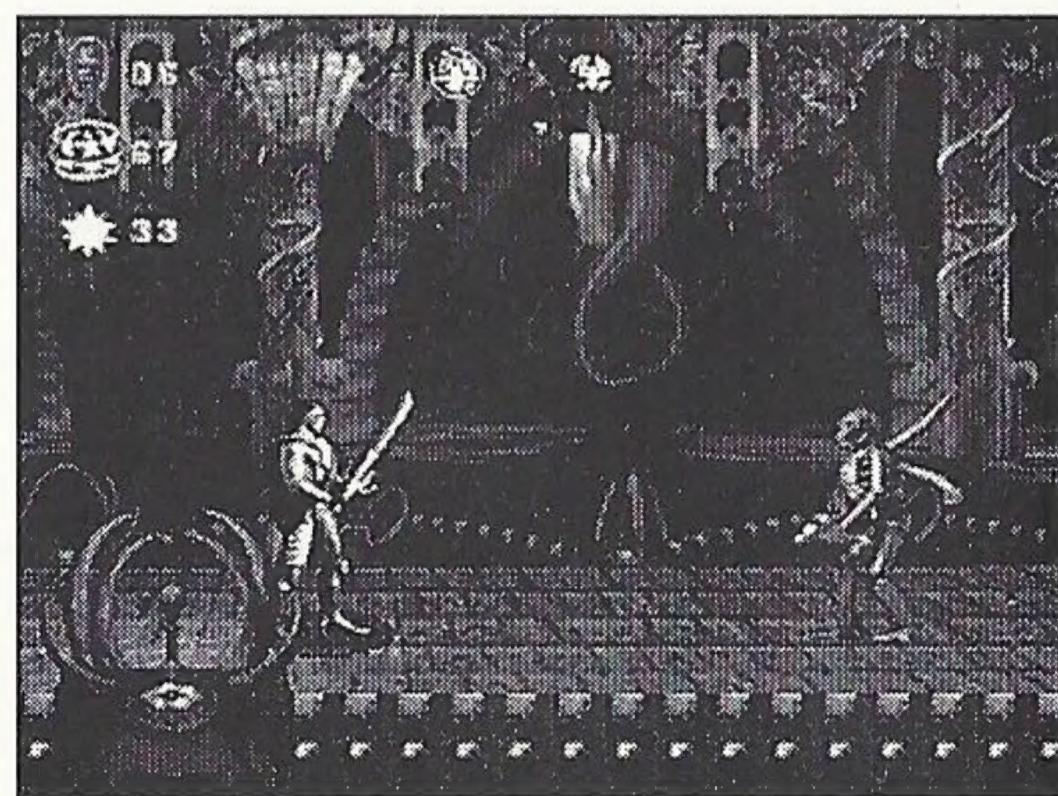
Mission 1—Dagger's Lair.

Brave warrior, your first encounter will take you deep into the lair of Baron Dark's infamous henchman, Dagger. Find and defeat Dagger to advance in the quest for the Lightstar Crystal. But beware—defeating him will be no easy task. You must plow through the Crystal Mine, fight the beast Ursula, and climb the mountains of fabled Mountain Top.



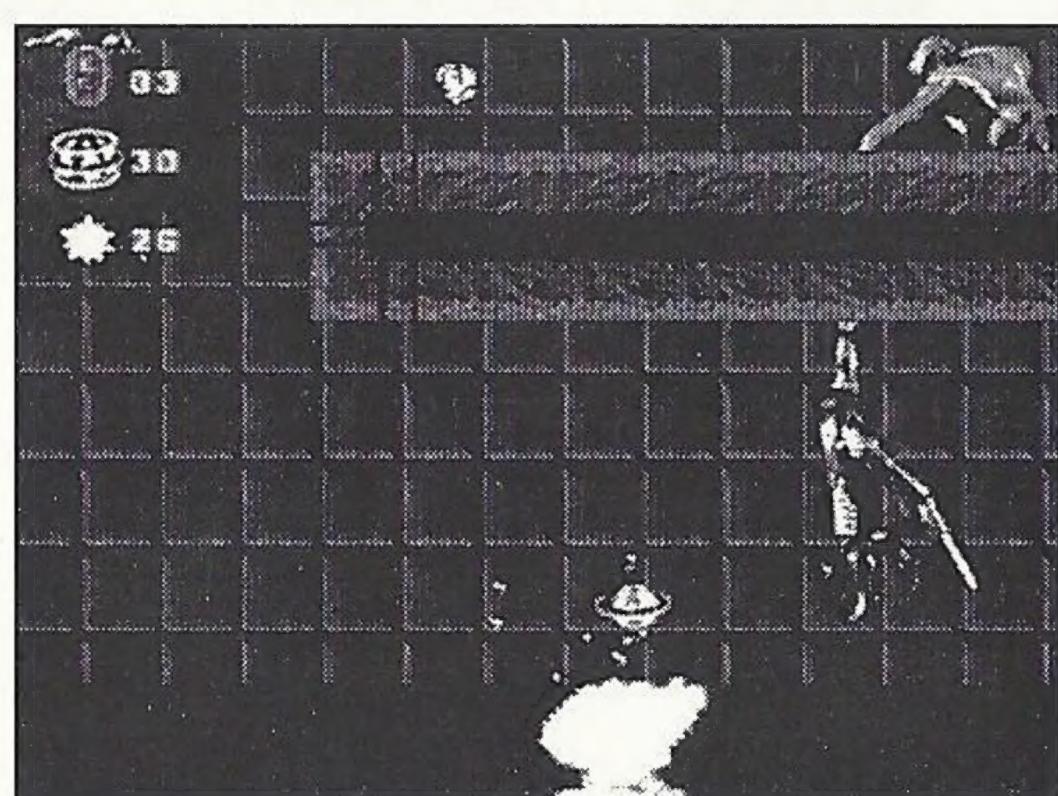
Mission 2—Araculan Horrors.

If you've made it this far, the worst is just ahead. Aracula lies before you, a hideous and feared soldier of Baron Dark's army. Forge your way through the Araculan Temple that is teeming with evil and horror. Mount your skybike and travel to Mudu for an encounter of the weirdest kind. Venture on to challenge Aracula if you dare!



Mission 3—Shriek's Alliance.

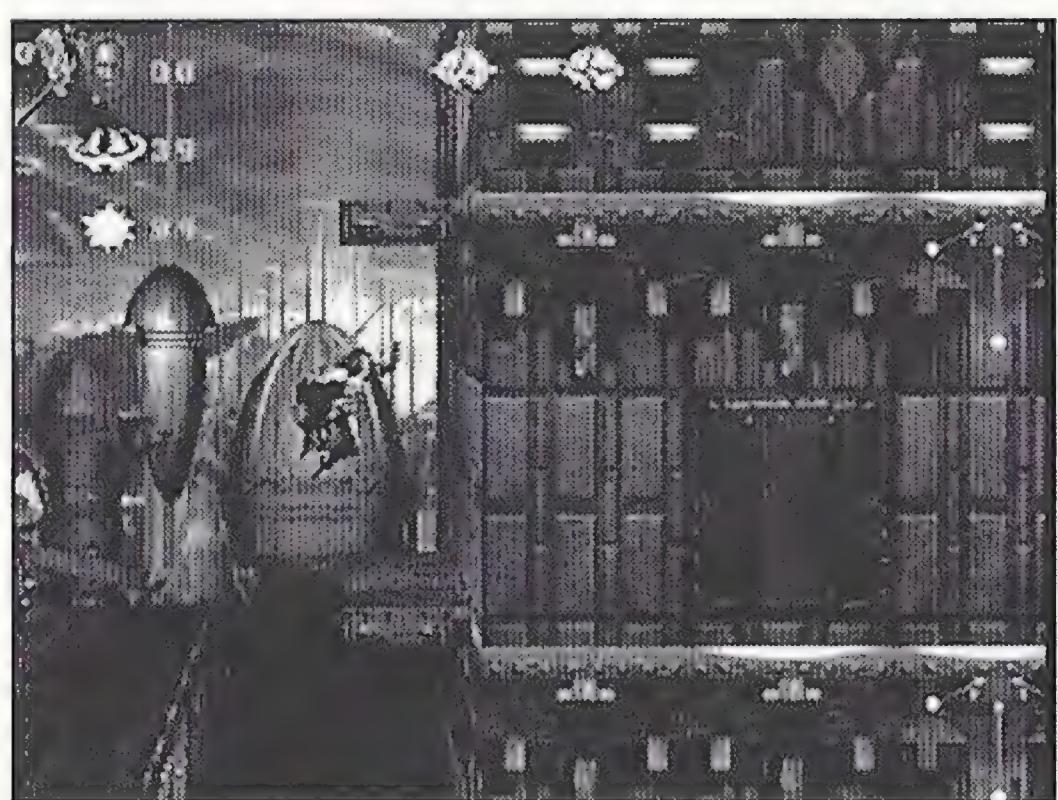
Baron Dark has learned of your success and is not pleased with it. He has sent another "friend" to greet you: Shriek!! Your journey will take you past the land of Simiania, with inhabitants of ape-like creatures. Fly in the Gorgon Airship to find the Madam Shriek and then use your skills to defeat her!



Mission 4—Luminicity.

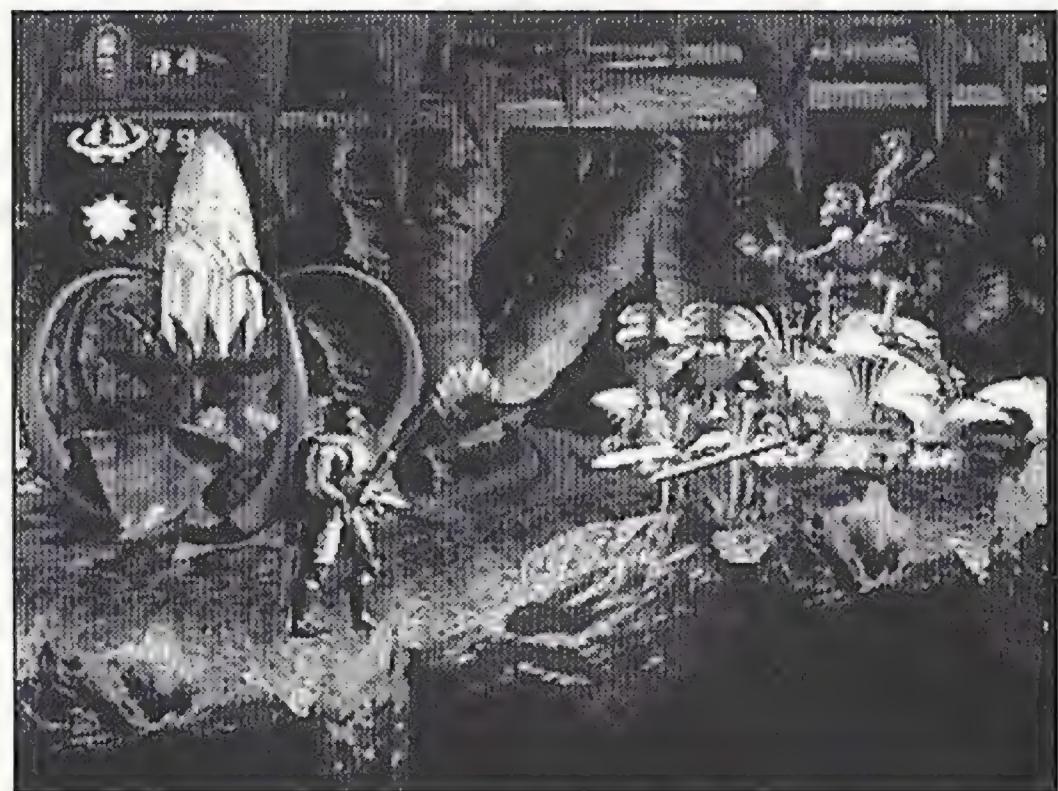
You are nearing the end of your quest and the Lightstar Crystal is within your grasp. Back to the homeland of Luminicity you have traveled for your final encounter within the Baron Manor. Sharpen your fighting skills and agility, for they will be put to the ultimate test in your final battle against Baron Dark.

Good Luck warrior and may the power of the Lightstar Crystal guide you to victory!!!

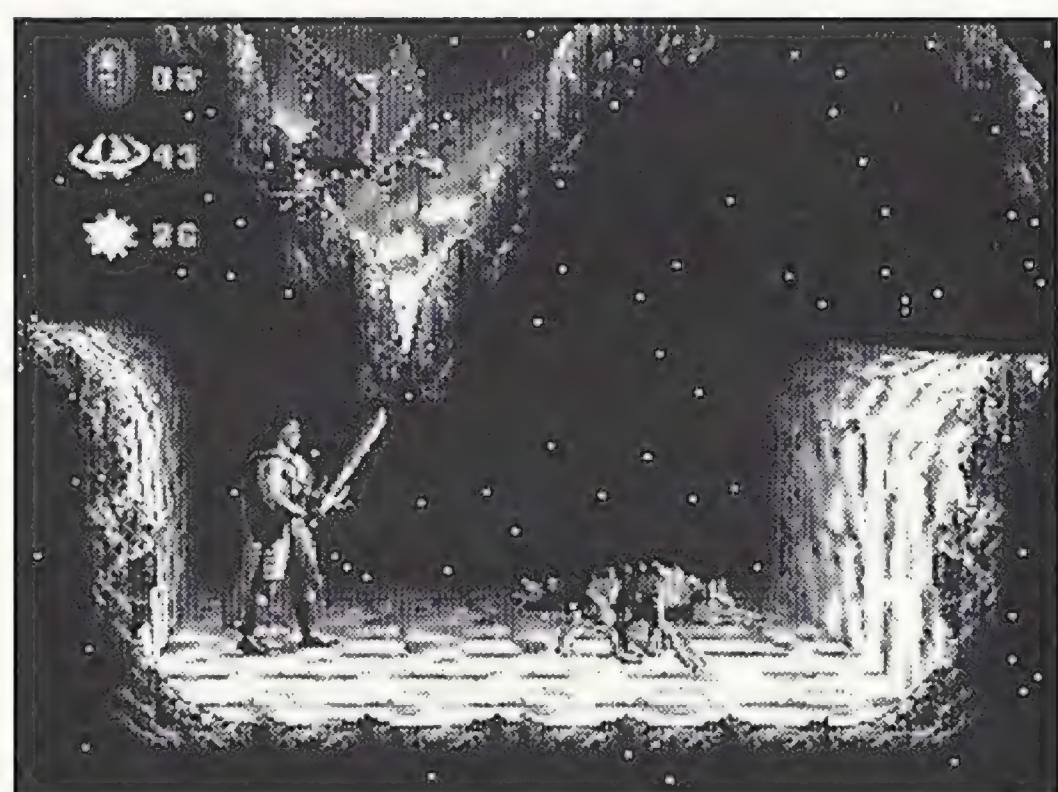


Enemies:

Skeleton Warriors—These fiends are minions of Baron Dark, their evil hearts revealed by the power of Baron Dark.



Skeletal Creatures—These evil mockeries of their former selves attack on sight: skeletal vultures, wolves, and apes.



Cave Creatures—Grotesque crawling crab-like things and swarms of vicious bats.



Mudu Inhabitants—Horrific, disgusting creatures that live inside the caverns of the huge Mudu worm.



Bosses:

Dagger—Espionage expert of the Skeleton Legion-(Level 1). Bad things come in small packages - and Dagger is no exception. All bones and no brains, Dagger carries out Baron Dark's dirty work, equipped with an arsenal of lethal weapons. A dangerous opponent when cornered.

Aracula—Arachno-assassin of the Skeleton Legion-(Level 2). When Baron Dark requires a one-skeleton attack force, he calls upon Aracula. Action speaks louder than words with this deadly assassin, who packs a vicious weapon in each of his six hands! Aracula is a whirling menace who answers only to Baron Dark.

Shriek (Level 3)—Evil temptress of the Skeleton Legion-(Level 3). This once-beautiful women is proof that beauty may only be skin deep, but evil is in the bones. With a piercing cry that devastates enemies, Shriek is dangerous by herself, but when joined by her skeleton dragon Crossbone, she is nearly unstoppable.

Baron Dark (Level 4)—Powerful warlord of the Skeleton Legion-(Level 4). The sinister leader of all the Skeleton Warriors, Baron Dark is the ultimate evil. When the Crystal shattered, Baron Dark became a living skeleton. His evil heart gives him the power to turn others with evil hearts into Skeleton Warriors. He will stop at nothing to obtain the other half of the Lightstar Crystal. Are you skilled enough and powerful enough to stop him?

Hints:

Brave and fearless warrior, now that you have been chosen to help in the fight, it is up to you to help defeat Baron Dark and his treacherous army of Skeleton Warriors. Your ultimate mission is to help retrieve the Lightstar Crystal and lift the veil of darkness that has engulfed your kingdom. Your task will not be an easy one, but with this, the wisdom of the Light, you will surely triumph over the Darkness.

- Be sure to finish off the skeletons you kill by collecting their heartstone.
- Use the Skybike bonus levels to their full advantage. Since you don't lose any lives when you die on these levels, get as many power-ups as you can - don't worry about taking damage or killing off skeletons.
- Be sure to search for secret bonus rooms - a treasure trove of power-ups await the lucky finder.
- Vary your sword attacks. Often an attack that is very effective against one kind of enemy can be a bad choice when fighting another foe. Experiment to find the best attack. Similarly, find the special weapon that is most effective for the situation. Certain attacks work better at certain times - learn which ones are the best for you.
- Prince Lightstar's Downward Slash is a particularly deadly attack. Mastering its use will prove to be to your advantage.
- Use Prince Lightstar's projective attacks only to kill foes at a distance, or when fighting the end bosses. These weapons are limited to the number of heartstones you collect, so conserve them carefully.

- Prince Lightstar can duck under many projectiles. This can sometimes be more advantageous than blocking such an attack.
- Blocking is a crucial skill to master. A skillful player can use a combination of attacking and blocking to defeat difficult opponents.
- The shield power-up offers incredible protection, but lasts for only ten seconds. Save the power-up for a moment of deadly peril.
- Use the Run ability to dodge falling boulders, and gain extra height and speed for tricky jumps.
- On the skybike levels, use your heat-seeking missiles only for distant enemies - remember that you only have as many missiles as you collect heartstones.
- If you're having trouble with an end boss, keep trying. Study the pattern of your foe. Does he attack a certain way each time? Does he move in a predictable fashion? These clues, and your noble heart, can help you defeat the strongest of enemies.

Now you have acquired the knowledge necessary to help you vanquish your foes. Go forth, noble warrior - and may you fight valiantly!

Notes

Credits:

Playmates Interactive Entertainment

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Jean-Christophe Beck
Eric Swanson

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Mastered at A&M Studios, Hollywood
Mastered by Dave Collins

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